

Creating Audio Mods

See [Extracting Game Audio](#) before proceeding.

Instructions are for Windows users.

Audio Editing

Download an audio-editing tool of your choice, such as Audacity - [Download](#)

1. Import the OGG or OPUS files and edit them in your audio-editing tool.
2. Make sure that your edits match the start and end length of the audio track.
3. **SFX & VO:** Convert all of the audio you want to export to OPUS.
(Export Audio -> OggOpus - 64 kbps for high quality)
4. **MUSIC:** Convert all of the audio you want to export to WAV. (32 bit for high quality)

FFmpeg (SFX & VO)

You need the FFmpeg extension for Audacity to import/export OPUS audio files - [Download](#)

1. Install **ffmpeg-win-#.##.exe** -> Follow the installation instructions
2. Open Audacity -> Edit -> Preferences -> Libraries
3. FFmpeg Library: Locate... -> Browse... -> Find **avformat-55.dll** -> OK

Be sure to export the OPUS file in either mono or stereo depending on the format of the original file.

Sometimes, Audacity will automatically find avformat-55.dll

If the **exe** version does not work, download the **zip option** and extract it into a new folder called **ffmpeg-win-#.##** (depending on the version number) and extract all its contents in there. Then attempt to locate FFmpeg.

Wwise Launcher (MUSIC)

Create an audiokinetic account (use free trial) and install Wwise Launcher - [Download](#)

1. Go to **Wwise Launcher** -> **WWISE** -> **Launch Wwise** (64-bit) -> **New** (Project Launcher)
-> Provide it a name -> Select **None** (Import assets to project) -> **OK**
2. **Close** (License Manager) -> **Property Editor** (SHIFT + K) -> **Source Settings** -> Default
Conversion Settings ... -> Factory Conversion Settings / Vorbis / **Vorbis Quality High** ->
OK -> **OK**
3. **Audio File Importer** (SHIFT + I) -> Add Files... -> Select your WAV files -> **Open** ->
Import
(Replace any if needed)
4. **Project** -> Convert All Audio Files... -> Check **Windows** (If it is not already checked) ->
OK
5. **File Manager** (SHIFT + F1) -> Right Click **Project Folder Directory** -> Open **Containing
Folder** -> .cache\Windows\SFX (It is recommended to bookmark this directory)
6. Be sure that the exported **WEM** files end with **_3F75BDB9**

It is recommended to repeat **Step 2 EVERY TIME** you launch Wwise, in case the default Factory Conversion Settings are automatically restored.

Injecting Audio

1. In your DOOMEternal\Mods folder, create a folder called named based on where the file was
originally found.
(**ex: music_patch_1**)
2. Copy your converted WEM file(s) in there and make sure they have the same name as
extracted files.
(**ex: samuelsbase_music_main_heavy_0_0_id#15098487.wem**)
3. Run the **EternalModInjector** like normal.

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